HOT·B

INSTRUCTION MANUAL

NES-BO-USA

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FOR PLAY ON

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INSTRUCTION

Thank you for buying "THE BLACK BASS" produced by HOT·B USA.
Before playing with Black Bass, please read the instructions carefully and also keep them so you can refer to them later.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME.

1) This Nintendo Entertainment System is a very delicate instrument. Keep away from very high temperatures and mechanical shock at all times.
   Never disassemble for any reason.
2) Never touch the terminals with bare hands or get them wet. This could be dangerous.
3) Thinner, benzene, alcohol or any other solvents should not be used to clean the case.
4) For health reasons, do not sit too close to the screen, and do not play for an extended period over 2 hours.

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1. THE RULES OF THE BLACK BASS FISHING TOURNAMENT

RANKING SYSTEM: You are one of 200 who will participate in the Black Bass Fishing Tournament.
The participants are divided into three classes.
Everyone will start in the class C.

CLASS A	People of 1st~50th ranks.
CLASS B	People of 51th~100th ranks.
CLASS C	People of 101th~200th ranks.

The only way to achieve higher ranks is to fish a lot.

TERM: The tournament will open 12 times between June 5th–October 25th, on the 5th, 15th, 25th day respectively.
Of course, you could aim at top of A CLASS by October 25th, and also, it's valuable to keep the top position.

TIME: From 6:00 A.M. to closing time.
On June 5th the closing time will be at 4:00 P.M.
From June 5th–August 5th the closing time will be gradually extended.
However, after August 5th the closing time will decrease slowly.

PLACE: The tournament will open at four different lakes.

LAKE AMADA: Class C
Small Black Bass(the most often caught).

JAPAN LAKE: Class B
Middle and small Black Bass.

LAKE MORE : Class A
Most super large Black Bass can be caught here.

SAN LAKE : Class A
Same situation as LAKE MORE.

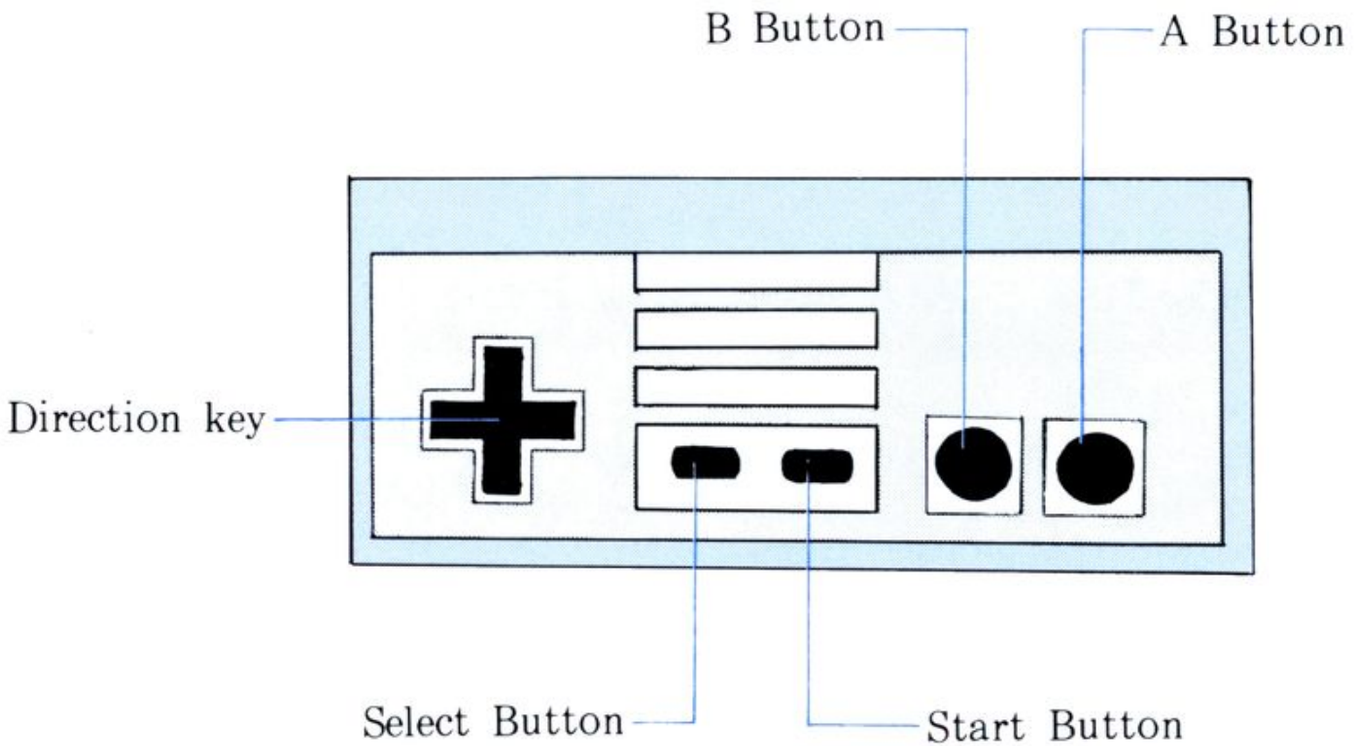
These two class A lakes will change each time.

How to change classes

The highest scoring five people can exchange positions with the lowest five ranking people at the Ceremony screening.
Weather and water conditions influent your ranking as it will your competition.

2.HOW TO USE THE CONTROLLER

Use No1. Controller only.



MOVING YOUR BOAT

✣Key : To move your boat on the lake.
A Button : To stop at the desired fishing place.

SELECTING A LURE

✣Key : UP/DOWN to select the type of lure.
: RIGHT/LEFT to choose a lure color.
A Button : Choose your play.

CASTING

✣key : RIGHT/LEFT to decide the casting direction.
A Button : Press once, increasing and then decreasing the red bar-meter.
: Press a second time to stop the bar-meter and cast the lure as long as it indicated. (see page 9)
B Button : Thumbing(Breaking effect)

MOVING THE LURE

✣key : To move your lure to the right/left/upward.
A Button : To wind up the line.
B Button With A Button:
To wind up the line instantly.

FIGHTING THE FISH

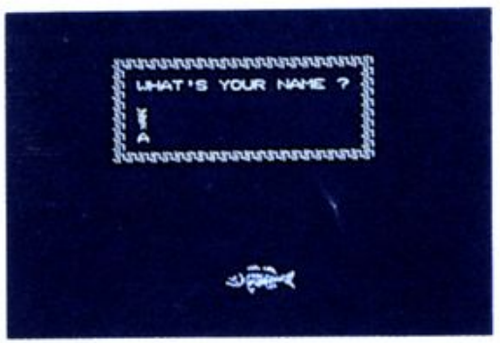
✣key : Occasionally this key can be used to change the direction of the fish.
A Button : To wind up the line.
B Button : Thumbing(Braking effect)
Select Button :
To take the hook off the fish.

3. TO START

TURN ON: Insert the Game Pack, Music starts, the title screen appears, and after a couple seconds a fish face appears. Then press the Start Button.

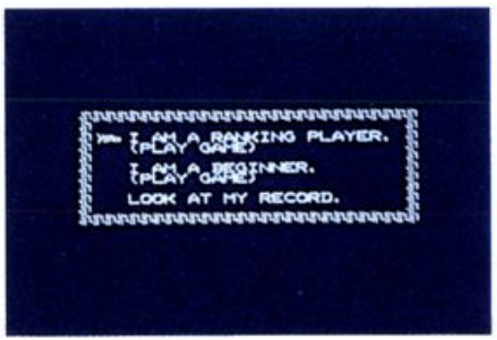
INPUT YOUR NAME: (It will appear on the screen)

Press UP or DOWN to change the spelling.
Press RIGHT or LEFT to move the indicator.
You can put any I.D. name within 6 letters.
Then, press A Button to memorize your I.D..



STARTING POSITION: Press UP or DOWN to select your starting situation.
After you select your position, press A Button.

- When you start to play the first time:
  I AM A BEGINNER. (PLAY GAME)
- When you continue playing at previous rank, you are required to use the standing code:
  I AM A RANKING PLAYER. (PLAY GAME)
- When you want to see your record, you are required to use the standing code:
  LOOK AT MY RECORD.

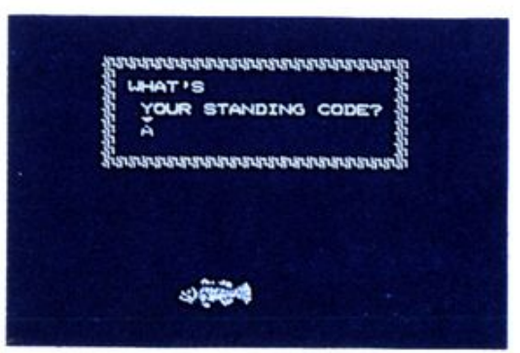


YOUR RECORD: If you want to see your current status;

- When you select "LOOK AT MY RECORD" at the starting position, press A Button, and input your standing code.
- After you finish playing, select "LOOK TOTAL RECORD" at the ending screen, and press A Button.

PARTICIPANT ·····Represents your ranking position.
CLASS·····Represents the class you are in.
BLACK BASS ·····The total number of Black Bass that you have caught.
AVERAGE·····Average weight of Black Bass that you have caught.
HEAVIEST ·····The weight of heaviest Black Bass that you have ever caught.
LURE·····The lure that you had used when you caught the heaviest Black Bass.

STANDING CODE: This is the password you must use to continue to play your last game.



Alphabet & Number(16 all together)
Automatically, your standing code will be presented at the end of each game.

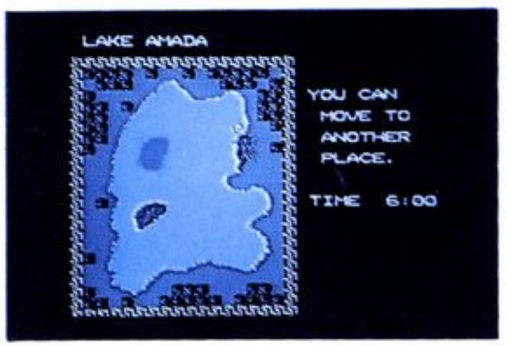
4. STARTING THE FISHING TOURNAMENT

Check the present condition of the lake, which will be announced before starting.

NAME OF THE LAKE, PARTICIPANT RANKING, DATE, TIME, WEATHER CONDITION, LAKE DEPTH

and then press A Button.

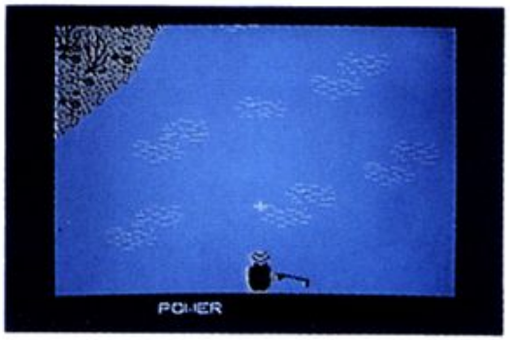
MOVE YOUR BOAT IN THE LAKE : Try to find a good spot in the lake by moving your boat.



Press ✣KEY : You can move to any place you want.
Press A button: Decision.

Caution: There are five great places where the big Black Bass are hiding and few and smaller Black Bass will be found in other places Therfore, its best to fish #5 spots.

5. LET'S CAST



Casting is throwing the lure into a good spot so that the possibilities of catching a fish are improved.

1. ✣ Key ……Press RIGHT/LEFT to decide the casting direction.

2. A Button……Press once and you will find the red bar-meter is increasing. then decreasing. This indicates your casting power. The casting power is determined by the length of bar-meter. If it returns to 0, you need to press A Button again to restart.

3. A Button……Press a second time to throw the lure. If the lure was thrown over the right or left side of screen, it will be lost.

4. B Button……Press B Button while the lure is flying. This will stop the lure from going any further. This effect is called THUMBING, because the lure is being stopped by the application of your thumb to the line. If you want to catch a big one, it is a good idea to cast as close as possible to any obstacles.

CAUTION: Try not to hit any obstacles as the fish will be scared away.

6. THE MENU SCREEN

This will appear after each casting.

✣KEY·····Press UP/DOWN to select the line.
SELECT LURE ·····Change to any lure. (See the later illustration)
DATA FOR THIS POINT···See the DATA for this area. (See the later illustration)
YOUR RESULTS SO FAR TODAY···You can see today's results,
including: The biggest 10 fish and the most used lures.
The total amount and average weight of all the Black Bass you caught.
MOVE·····You can change to any different area.
CASTING·····Throw the lure.
END·····You can stop playing the game at any point.

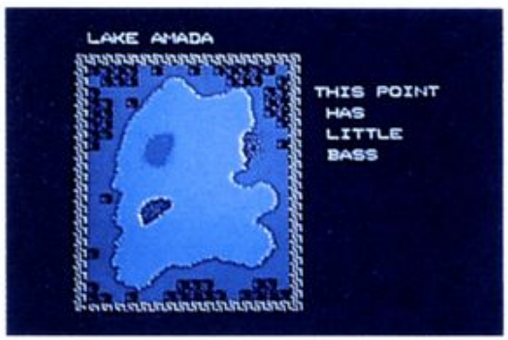
7. SELECT THE LURE

The screen will appear after pressing A Button.

✣ KEY····· Press UP/DOWN to select the lure. Press RIGHT/LEFT to select a color (Silver, Red or Blue).

A Button··· Decision.

8. DATA AT THIS POINT



You can have this information.

Screen 1 ··· HERE IS NICE BASS POINT, or THIS POINT HAS LITTLE BASS. And then Press A Button.

Screen 2 ··· Present Time. Present Weather Condition. Present Water Temperature and End Time. And then press A Button.

9.HOW TO MOVE THE LURE.

A good technique is to make the lure interesting to the Black Bass. This can be done by moving the lure realistically through the water. Move the lure in a random fashion.

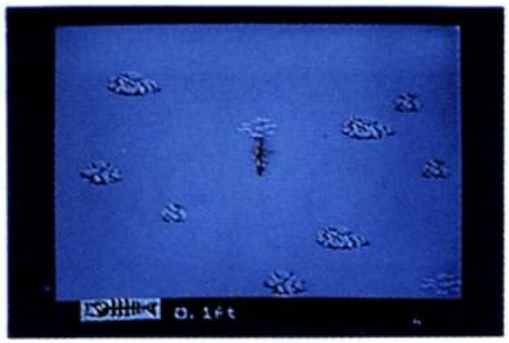
✣KEY……Press RIGHT to move the lure to the right.
Press LEFT to move the lure to the left.
Press UP to move the lure upward to the surface of the water.
Pressing DOWN will have no effect.

The screen shows the surface of the water.

A Button…Winds up the line.
B Button(with A Button)
Winds up the line instantly.
(If the lure is caught on something, you will be able to wind it up this way unless it is out of the screen.)
The bar-meter at the bottom of the screen indicates the depth of the lure.

Caution: Lures make their own movement, they can not be moved in an upward direction on the screen.

10. THE FIGHT (The process of catching the fish).



Make the lure attractive to the hiding fish and wind up the line to catch it in the landing net.

0.0 ft ·····Indicates the depth that the fish are at now.
This shows how tired the fish are in four different stages: normal, thinner, very thin,and finally only bones.

A Button ·····To wind up the line with a fish.

B Button ·····Thumbing(Braking effect against its running away).

✣KEY ·····Press in the opposite direction of the fish's running way.
Sometimes you can change its direction.

Select Button ···To take the hook off the fish if you don't want to fight with a worthless fish.
A class anglers will always be able to take off the hook.
B class anglers will be more successful than C class anglers.
However, B & C class anglers will not be able to attempt it if they fail on their first try.

Caution:If you wind up the line with the fish too fast, a ringing sound will caution you.
Keep the fish away from the edges of the screen so as to prevent the cutting of your line.
In the case of a fish jumping up, either of two things can happen.
One is cutting your line and the other is taking the hook off the fish.
However, the fish cannot always get away.

11. THE FINISH

Select "END" at the menu screen or the ending screen will appear at the end of each fishing day.

■CEREMONY(CODE) : Press the A Button.
Only people with the top 5 scores of each class will have the honor at ceremony screen. If your score is not in the top 5 of your class, then your total record will be shown automatically.
Press the A Button.
Then the standing code will be shown automatically.(Details about the Standing Code can be found in section #4.)

■GO BACK HOME(NO CODE): If you want to cancel today's results, press the A Button.

■LOOK TODAY'S RECORD : Press the A Button.
This shows the name of each fish and it's weight. If you catch over 10 fishes,it will show how many,and the average weight of those you caught.
Press the A Button to return to the above screen.

■LOOK TOTAL RECORD : Press the A Button.
This shows your cumulative fishing record to date.
Then press the A Button to return to the above screen.

12. SUGGESTIONS

■CHANGE THE LURE COLOR ACCORDING TO WEATHER CONDITIONS.

Weather conditions are divided into four types: clear, cloudy, light rain, and heavy rain. Also, there are different water temperatures. The most important things is selecting the color of the lure. For example,a silver lure is good in clear weather.

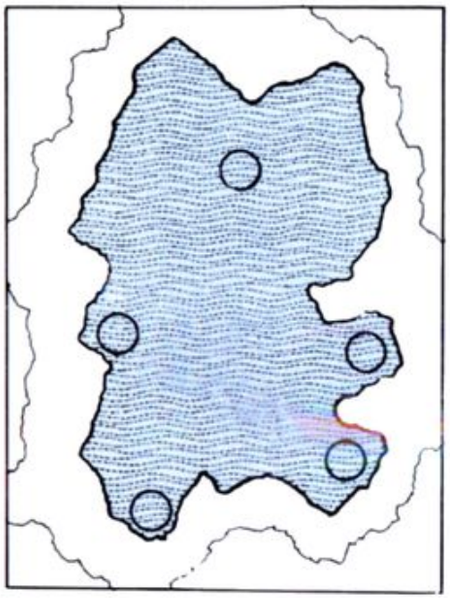
■PAY ATTENTION TO PRESENT AND ENDING TIMES.

There are two types of lures,float and sink. The float is best mornings and evenings, as the Black Bass feeds in the shallow(shoal) part of the lake. The sink should be used during the day when Black Bass like the dark bottom of the lake.

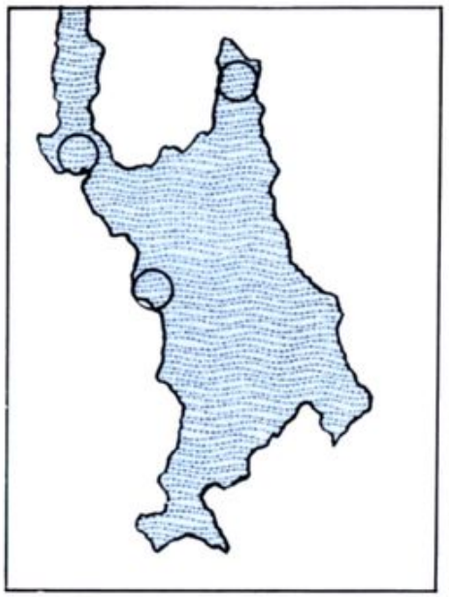
■STAY AWAY FROM OTHER FISH.

If you see the fish is not a Black Bass, don't waste your time or your lure trying to catch it.

13. LAKES

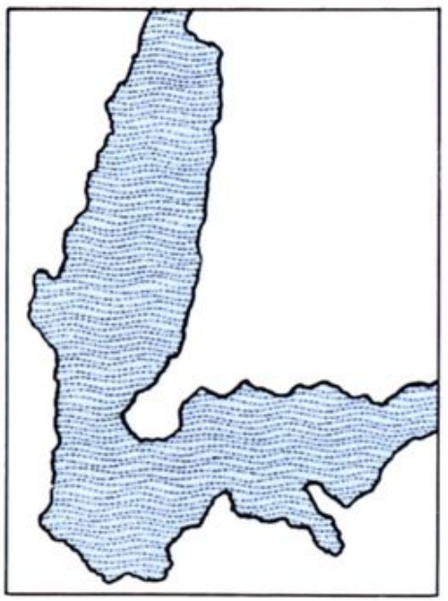


LAKE AMADA(C)
The suggestion of
5 fishing places.

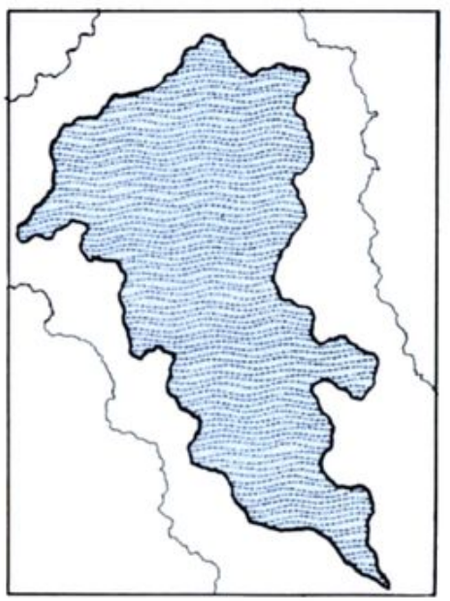


JAPAN LAKE(B)
The suggestion of
3 fishing places.

(2 more fishing places are hidden).



LAKE MORE(A)

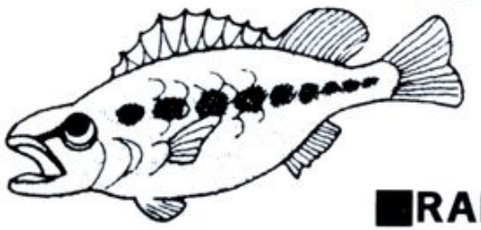


SAN LAKE(A)

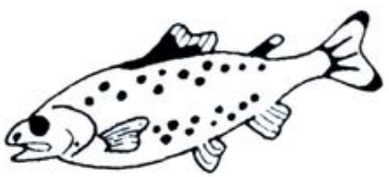
At the two A class lakes, you must find 5 fishing places by yourself. GOOD LUCK !

14.KINDS OF FISH IN THE LAKES.

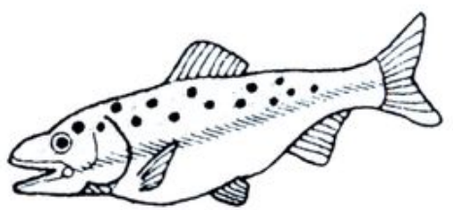
■**BLACK BASS**(also known as large mouth Bass):This fish likes to eat smaller fish. He doesn't like the sun, so he hides out. He looks for food in the shoal mornings and evenings, and stays in the depths during the day.



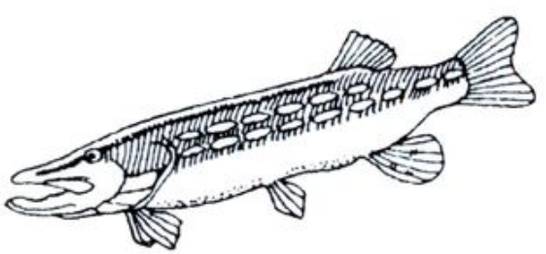
■**RAINBOW TROUT**: One of the native North American fish, he is very strong and gives a good fight. Therefore, he is popular with American anglers.



■**BROWN TROUT**: He originally came from Germany to America in 1883 commonly referred to as German Trout. In Europe he is just called "Trout".

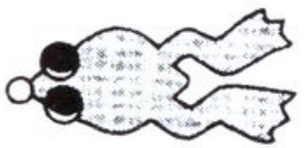


■**PIKE**: This is a fierce and savage fish. His teeth are very sharp and he will hunt anything moving.



15. KINDS OF LURES (see #13 for details)

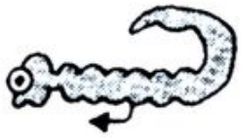
■**PENCIL BAIT**: A float lure used on the surface to wear out smaller fish. The Suggested movement: Press ✣KEY to make the lure move RIGHT or LEFT and/or press the A Button to move Upward and wind it up a little as the real fish moves.



■**FROG**: A float lure used on the surface. It is shaped like a frog. The suggested movement is very similar to that of the PENCIL BAIT. Press ✣KEY to move RIGHT or LEFT. This looks like it is struggling.

■**SHALLOW RUNNER**: A float lure used on the surface and in the middle depths. The suggested movement: Press the A Button to make the lure go down and it will come up by itself. You can press the A Button many times to go down and back up. Also Press ✣KEY to move RIGHT or LEFT.

■**SPINNER**: A sink lure used on the surface to the bottom. This is a very old and classic lure. It originated with a spoon. The Suggested movement is very similar to PENCIL BAIT.



■**PLASTIC WORM**: A sink lure used at the bottom. It looks like a real worm and is very effective when the Black Bass are hiding.
The Suggested movement: Basicly, press ✣ KEY to move RIGHT or LEFT.
Press the A Button to make the Worm look like it is dancing on the bottom of the lake which attracts the Black Bass, therefore luring him to you.

16. HINTS FOR THE SHORT TEMPERED.

Special mode ···Input the Name "MIRUN".
This changes the nature of the bar-meter.
Now it will measure how effectively you move the lure.
It is suggested keeping it at or above 6.0 continuously.
After the Black Bass bites the lure, the number will change indicating the line's fatigue level.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or televition reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: — Reorient the receiving antenna — Relocate the NES with respect to the receiver — Move the NES away from the receiver — Plug the NES into a different outlet so that computer and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpfull: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S.Government Printing Office, Washington, DC 20402, Stock NO.004-000-00345-4.

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